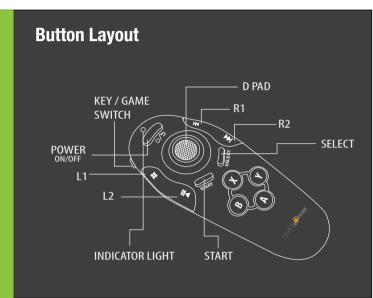


# **Bluetooth Controller Paring Directions:**

- Insert 2 AAA batteries (not included) into the controller
- The controller must be in Pairing Mode, press and hold the power button for 12 seconds, LED light will flash rapidly
- Settings and press Scan for Bluetooth Devices
- VRG-RMC will appear, select and press Pair
- Once pairing is complete the Bluetooth controller is now synced with your phone

\*If pairing to another device un-pair this from the original device



## **Dual Function Remote**

Key/Game Switch Functions Key Mode

### Mouse functionality for Android phones

The joystick acts as a mouse, the Start key is the left click and the Select key is the right click on a mouse.

#### **Button Functionality for Music and Videos (Android & iOS)**

L1 is for playing music, X is for volume Up, B is volume down, L1 is play/pause, R2 is next track, R1 is previous track or begin track.

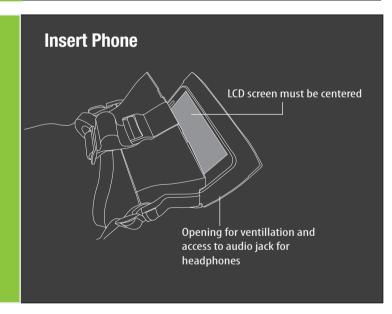
**ATTN:** There is a small portion of smart phones that cannot use the VR controller for full functionality.

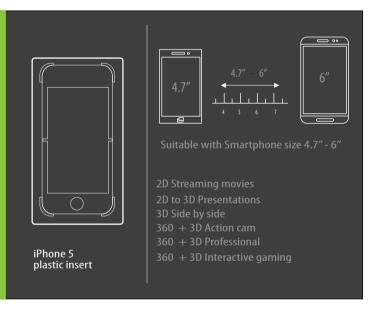
### **Camera Control**

iOS: Click X to take photo Android: Use the cursor to take photo

#### Game Mode for Android

The joystick and buttons A, B, X, Y, L1, L2, R1, R2, Start and Select correspond according to the game.





## **NFC Sticker Tag**



Included as a bonus you will find an NFC Sticker Tag. This is strictly for NFC enabled Android phones. The NFC tag sends a beacon to your phone when in close proximity \*, and using the free app from the Google Play store named "NFC Task Launcher", you can assign actions to perform once the connection has been made such as "Launch Google Cardboard". This makes it simpler for the phone to recognize it has been placed in the VR Glasses by attaching the sticker to the inside of the device behind where the phone is to be placed and also makes the application launch hands free.

\* Approximately a few centimeters from the phones NFC chip, locations may vary, please consult your phones user manual if needed, NFC and Bluetooth must be turned ON for this feature to work